GUILTY GEAR XX

CORE PLUS

TEEN
T
CONTENT RATED BY ESRB

AKSYS GAMES

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A Special Message from AKSYS GAMES

Thank you for purchasing *Guilty Gear XX Accent Core Plus* for the PlayStation®2 computer entertainment system.

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Visit our website to find more information about *Guilty Gear XX Accent Core Plus* as well as upcoming products from Aksys Games! E-mail us at support@aksysgames.com for technical support.

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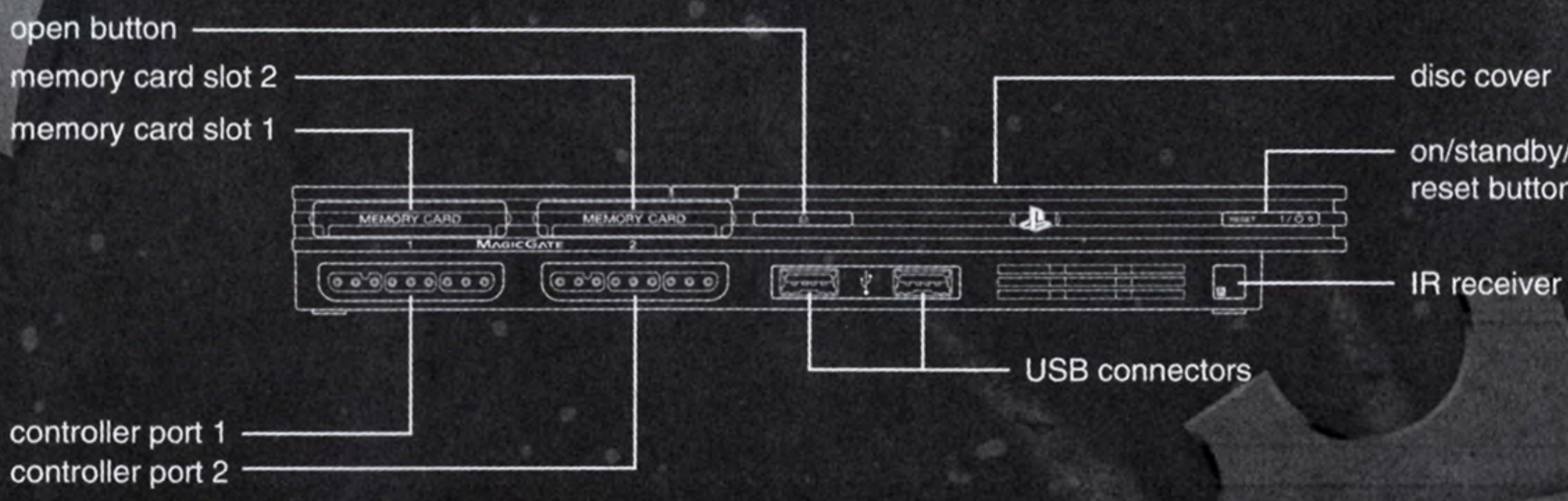
GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Guilty Gear XX Accent Core Plus* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

PROGRESSIVE SCAN

※You can enable progressive mode by holding down the △ and X buttons during start-up.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

DIRECTIONAL BUTTON CONTROLS

All commands are for a character facing right. They can be also used to control the cursor on the menu screen.

Jump Straight Up	↑
Jump Backward	↖
Move Backward (Upper or Middle Guard)	←
Crouch (Lower Guard)	↙
Jump Forward	↗
Move Forward	→
Crouch	↘ · ↓

Guard (also available in mid-air)

Press a directional button in the direction opposite your opponent to guard against attacks.

Dash (also available in mid-air)

Quickly press a directional button twice in the direction of your opponent. (This move cannot be used with some characters and differs for each character.)

Backstep (also available in mid-air)

Quickly press a directional button twice in the direction opposite your opponent to jump back. (This move cannot be used with some characters and differs for each character.)

Attack Buttons

□ button	Punch
△ button	Slash
✕ button	Kick (Confirm in Main Menu)
○ button	Heavy Slash (Cancel in Main Menu)
R1 button	Dust

START Button

Press the START button during play to pause the game, and enter the pause menu. Press the SELECT button while paused to hide the pause menu. (Press it again to display the pause menu.)

- **Switching between Character Mode and Generations Mode**

Press the START button when choosing a character to select the Character Mode: "NORMAL" or "EX" (characters who have skills and techniques that are different from the usual). Press the ⬅ and ➡ directional buttons at this point to switch to Generations Mode, where you can select from "AC" (the latest system), "GG" (similar to the original GG's system), or "GGX" (similar to GGX's system). These modes are available in Arcade Mode and Training Mode after satisfying certain conditions.

R2 Button

- **Taunting/Paying respect**

Press the R2 button to taunt your opponent. Press the R2 button while pressing the directional button in the direction of your opponent to pay respect to him or her.

- **Changing the color mode**

Press the R2 button when choosing a character to select a theme color for battle. Each time you press the R2 button, the color mode switches from EX COLOR ➡ SLASH COLOR ➡ RELOAD COLOR ➡ NORMAL. Press any attack button to confirm your selection.

SELECT Button

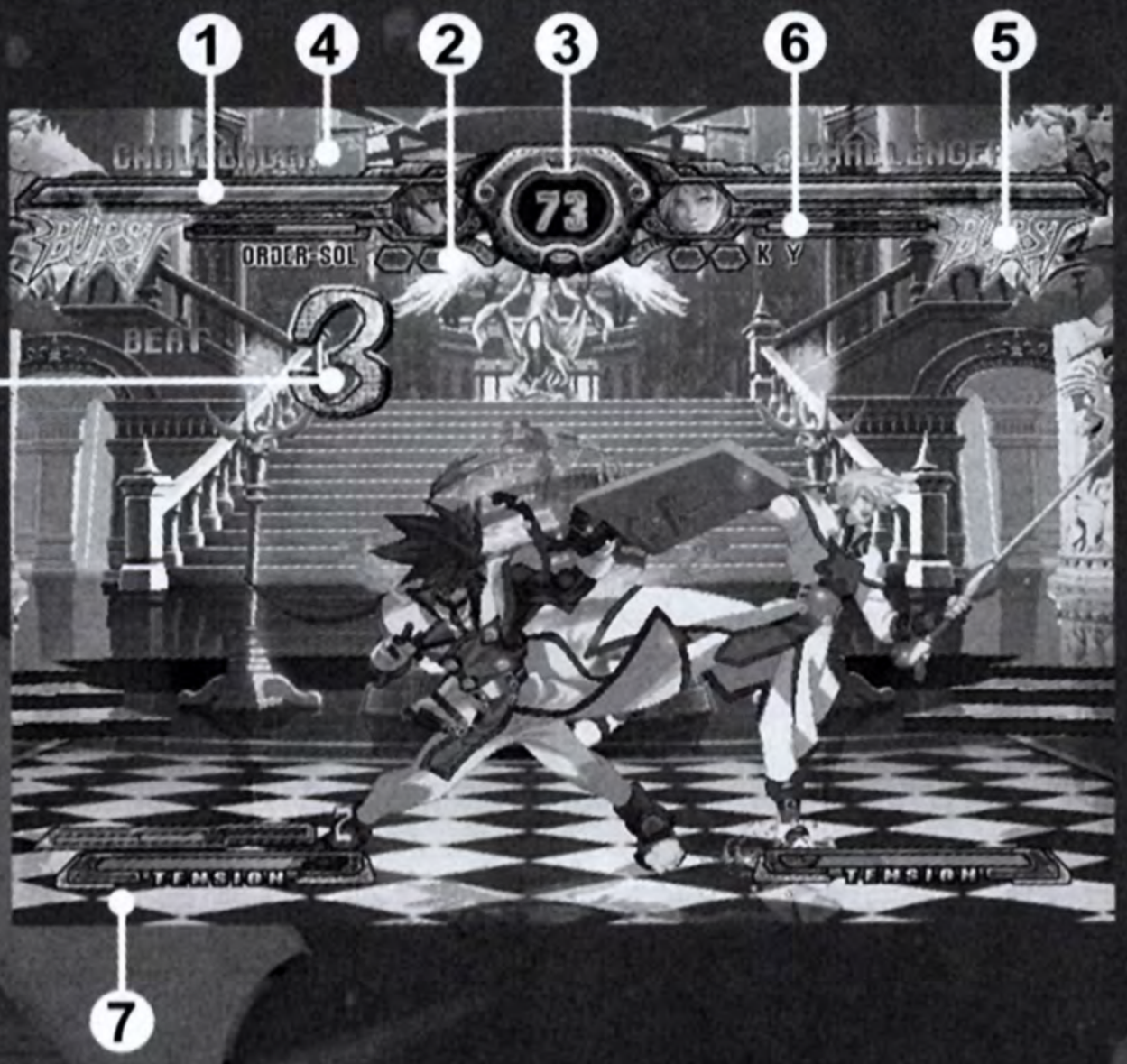
- **Canceling a selected character**

If you mistakenly select a character during Training or VS Mode and want to select another one before selecting a stage, press the SELECT button to cancel your previous selection and start over.

Left Analog Stick

Adjust the settings in KEY CONFIG to use the left analog stick as you would the directional buttons. (See page 10 for details.)
※May not be used on certain screens, like the Saving/Loading screens.

GAME SCREEN



1 LIFE BAR
Shows the character's remaining life. The character loses if this bar reaches 0.

2 VICTORY MARK
Shows the number of rounds you won in the current match.

3 TIME CLOCK
Shows the time left in the round. When time runs out, the character with the most life left wins.

4 SCORE
Displays your current total score.

5 BURST GAUGE
This gauge is consumed by Psych Bursts but is regained over time or whenever your opponent hits your character. An X appears when the gauge is unusable. (See page 16 for details.)

6 GUARD LEVEL GAUGE
This gauge increases each time you block your opponent's attacks and decreases when you are hit. Once this gauge reaches a certain level, you can counter any attack from your opponent.

7 TENSION GAUGE
This gauge is required for Overdrive Attacks and Roman Cancels. It increases each time you use attacks and dashes. Robo-Ky uses an "Electric Gauge" instead of a Tension Gauge. (See page 18 for more details.)

8 HITS
Displays the number of consecutive hits.

GAME RULES

- **MATCH FORMAT**
  The first player to completely drain their opponent's life bar wins the round. The player who wins 2 out of 3 rounds wins the match.

  ※The number of rounds can be changed in the GAME OPTIONS. (See page 13 for details.)

- **TIME LIMIT**
  Each round has a time limit of 99 seconds. When the time is up, the player with the highest life level wins.
  ※The time limit can be changed in the GAME OPTIONS. (See page 13 for details.)

- **TIES**
  A tie occurs if there is a double knockout or if the players have an equal amount of life when the time is up. If the match is not settled in 3 rounds, a 4th round (final round) begins. If the match cannot be decided by the end of the 4th round, the game is over for both players.

- **CONTINUE**
  In Arcade Mode, pressing the START button on the continue screen when a game is over restarts the match.

PAUSE MENU

Press the START button during a match to enter the PAUSE MENU. During Training Mode, the TRAINING MENU will appear on the screen instead.

- **RETURN**
  Return to the game.

- **CHARACTER SELECT (VS 2P Mode and VS CPU Mode only)**
  Change the character being used for a match.

- **KEY CONFIG**
  Assign your attack moves to any attack buttons.

- **COMMAND LIST**
  Display a summary of available character commands.

- **QUIT GAME**
  Return to the title screen.

NEW MODES FOR GUILTY GEAR ACCENT CORE PLUS

Press the START button on the title screen to enter the menu screen. Use the directional buttons to select a mode and press the × button to confirm.

STORY

Each character's story will be revealed as you progress through stages. Depending on your selections or battle outcomes / ending conditions, the story can take an unexpected twist, leading to a different ending.

You can view the CGs at the end of each story in the Gallery.

SURVIVAL

In this mode, you will gain EXP when you hurt your opponents. When you accumulate enough EXP, your character will level up. Bosses will appear when you reach a certain level, and by defeating them, you can improve your abilities. (Improved abilities can only be used in Survival Mode.)

* You can play the original "Survival Mode", which does not upgrade abilities, if you hold down the L1 button while confirming.

Examples of improved abilities:
Attack Up: You will deal more damage
Defense Up: You can take more damage
Life Recovery: Your HP will begin to automatically regenerate
Experience Up: The experience you gain per battle is increased
*There are more than these listed above, so try to find them!

TEAM VS. & TEAM VS. CPU

In this mode, you can select up to 3 characters against the CPU or another player. The winner of the round will regain part of their health and fight the next character until all of your opponents' characters are defeated.

MISSION

In this mode, you must complete various tasks with set parameters. You can select the mission number with ⬅ or ➡. As you clear missions, you can unlock things like bonus CGs.

- **TIME**
  This is your time limit. It can range anywhere from infinity, to 1–99 seconds.
- **CLEAR**
  These are the conditions required to clear the mission. For example, "defeating the enemy", "having more HP at the end", or "running down the clock". There are various missions that can be completed.
- **ENEMY**
  This is the character you will be fighting. It will also display whether or not the enemy is NORMAL, EX, or SP Color (i.e. Gold).
- **LIFE**
  Displays how much life you will have at the start and any other conditions regarding the player's life. Max 420, poison (your HP will diminish over time), heal (hp will slowly regenerate), regain (it is impossible to knock out the enemy) are some possible options.
- **GUARD LEVEL**
  This is the starting amount for the guard gauge (ranges from -128 to 128).
- **TENSION**
  This displays the starting amount and condition of the tension gauge (max 10,000). NORMAL (normal), HOLD (fixed), NO (none) are the options.
- **PSYCH BURST**
  This determines whether or not psych bursts are possible or not. OK (default), INFINITY (unlimited), and - (unusable) are the options.
- **SEAL**
  This option can restrict some of the commands that characters can use. JUMP (cannot jump), SPECIAL (cannot use specials, force breaks, or overdrive attacks), - (no limits).
- **INSTANT KILL**
  Determines whether or not instant kills are allowed in the match. OK (usable), - (unusable).
- **COMBO DAMAGE**
  This option adjusts the number of hits required to do damage in a combo. OVER (must hit the opponent MORE that the set number of times to do damage), UNDER (any combos above this number WILL NOT hurt the enemy), - (normal)
  *You cannot chip away the opponents HP using specials.
- **DAMAGE (1)**
  This displays the conditions required to damage the opponent.
  TO GROUND (can only deal damage when the opponent is on the ground), TO AIR (can only deal damage when the opponent is in the air), - (normal)
- **DAMAGE (2)**
  Adjusts the types of attacks that can hurt an enemy. NORMAL (only normal attacks), DEAD ANGLE (only dead angle attacks), SPECIAL (only specials and force breaks), OVERDRIVE (only overdrives), ALL (normal/default), NONE (cannot hurt the opponent) are the options.

UNIVERSAL MOVES

All commands are for a character facing right. Arrows indicate which directional buttons to use.
※Press two of them simultaneously when ↖ ↗ are indicated.
※See page 2 for basic controls of attacks, Dust, and directional buttons.

TWO-LEVEL JUMPS

↖ · ⬆ · ↗ during a jump

You can jump again while in mid-air. (Some characters can jump three levels.)

HIGH JUMP

⬇ ⬆

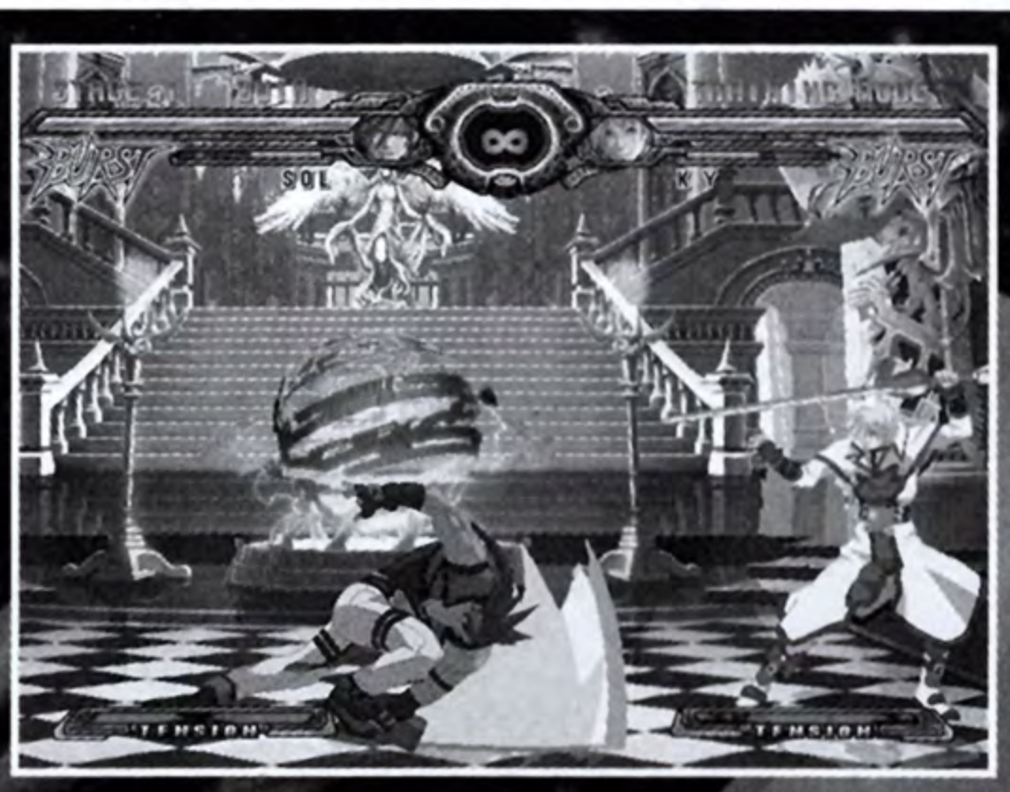
You can jump higher than usual by quickly pressing the ⬇ and ⬆ directional buttons. However, two-Level Jumps cannot be used after a High Jump.

FORWARD THRUST ATTACK

➡ + attack button

Press the ➡ directional button while pressing the Punch or Heavy Slash buttons to transform attacks.

※Some characters can use this technique with kicks as well. For Bridget only, use "➡ + Slash" instead of "➡ + Heavy Slash".



Psych Burst

Simultaneously press Dust + any attack button

You can become temporarily invincible and knock away your opponent when your Burst Gauge is at max. You cannot use this technique while taking damage from an Overdrive Attack or while being thrown. (An "X" will appear on your Burst Gauge when this technique is unusable.) Your Tension Gauge maxes out whenever you hit your opponent with this move, except when you are being attacked. .

Burst Gauge

Your Burst Gauge gradually recovers over time, as well as each time you are attacked by your opponent. The level of gauge consumption varies with the condition you are in when using Psych Bursts.

Conditions	Level of Burst Gauge consumption
Normal	2/3
Taking damage	All (Recovers by 1/3 if it hits your opponent)

※"Taking damage" includes leaning backward, slipping, being thrown, being knocked down, or guarding.

Dead Angle Attack

While Guarding, simultaneously press ➡ + any 2 attack buttons, except Dust

Dust Attack

Press Dust while standing

You can launch a Dust Attack by pressing Dust while standing. It's impossible to guard against a Dust Attack by crouching. After hitting your opponent with a Dust Attack, press the ⬆ directional button to chase your opponent, so you can hit him with a combo attack.
※By pressing Dust in mid-air, you can activate an "Aerial Dust Attack", which differs for each character.

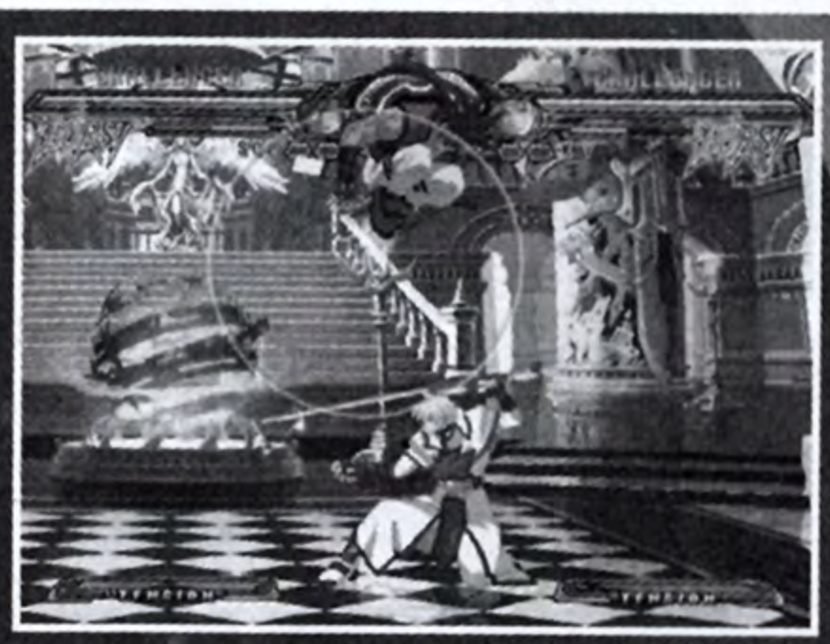
Sweep

Press Dust while crouching

You can use the Sweep move on your opponent by pressing the Dust button while crouching. A swept opponent cannot use a Recovery move. ※Robo-Ky uses "Electric Mat" instead of a Sweep.

Recovery

Press any attack button in midair



You can regain your balance when knocked down by pressing any attack button in midair.

Throws

Press ⬅ or ➡ + Heavy Slash while near an opponent on the ground or in midair

You can throw your opponent by pressing the ⬅ **or** ➡ directional button while pressing Heavy Slash when you're near your opponent. You can throw your opponent while you are in midair using the same method.
※You cannot use this technique in midair during a Dash or Backstep.

Throw Escape

Press ⬅ or ➡ + Heavy Slash when thrown on the ground or in midair

You can escape your opponent's throw while you are on the ground or in midair by pressing the ⬅ **or** ➡ directional button while pressing Heavy Slash.
※You cannot use this technique while unconscious or launching an attack.

Gatling Combos

Push buttons at the right time in a specified order

You can create a combo out of a series of Normal Moves, launching a second attack as soon as your opponent is hit with your first attack. The number of moves that can be used for this technique are different for each character.

Force Break

Commands are different for each character

It's a unique Special Move that consumes 25% of the Tension Gauge. Commands for this technique vary for each character.

※Some characters can launch a special Overdrive Attack by consuming an additional 25% of the Tension Gauge.

Overdrive Attacks

Commands are different for each character

These are extremely powerful attacks that consume 50% of the Tension Gauge. Commands for this technique vary for each character.

Tension Gauge [or Electric Gauge for Robo-Ky]

You can increase the Tension Gauge by acting aggressively, such as forward dashing, forward jumping, and attacking. Once charged up, you can use the techniques below. ※Robo-Ky uses an "Electric Gauge" instead of a Tension Gauge. The Electric Gauge works the same way as the Tension Gauge, but you can increase the gauge more effectively by riding on the "Electric Mat" that is used in one of Robo-Ky's techniques, "Conversation Ky" (Crouch + Dust).

Move Name	Consumption Rate	Command
Force Break	25%	See Character Command Lists.
Overdrive Attacks	50%	See Character Command Lists.
Slash Back	2%	Simultaneously press the ⬅ directional button, Slash and Heavy Slash. It creates yellow-colored effects.
Faultless Defense	Gradually decreases	Simultaneously hold down any two attack buttons, except for Dust, while guarding.
Dead Angle Attack	50%	Just after you have guarded, simultaneously press any two attack buttons, except Dust, while pressing the ➡ directional button.
Roman Cancel	50%	Simultaneously press any three attack buttons, except for Dust, just when you hit your opponent with certain attacks.
Force Roman Cancel	25%	See page 18 for details.

※All commands are assuming your character is facing right.

INSTANT KILLS

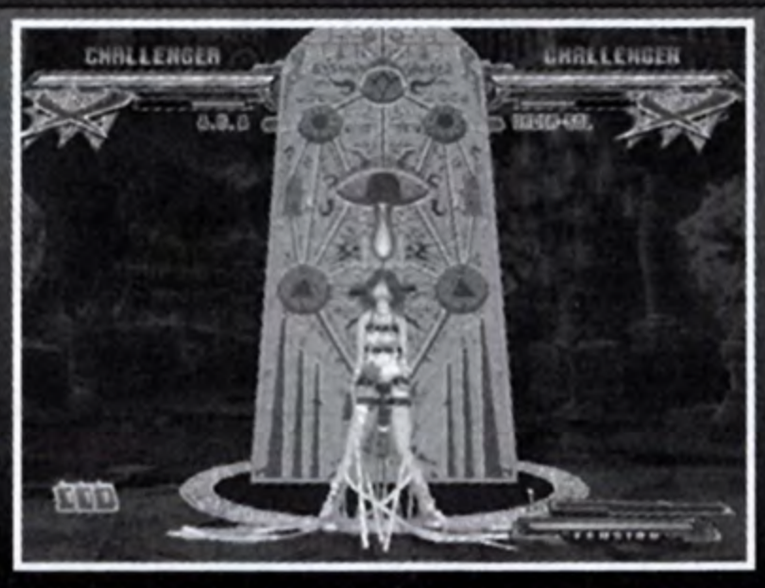
Simultaneously press 4 attack buttons except Dust, then enter the special character commands

As the name suggests, this is the ultimate attack that can knockout your opponent in one blow. Although these moves are extremely powerful, it takes time to successfully execute them.

I Simultaneously press any 4 attack buttons except for Dust.

II The Tension Gauge changes from its normal condition to the Instant Kill Gauge. The Instant Kill Gauge steadily decreases over time, and once it hits zero, your strength starts to be consumed. Simultaneously pressing all four attack buttons, except for Dust, once again returns the Tension Gauge to normal.

III Finally, input your character specific commands to unleash an Instant Kill Attack.



※The gauge is completely used up after an Instant Kill Attack, so if you miss your opponent, you won't be able to use any moves that require the Tension Gauge during that round.

NEGATIVE PENALTIES

If you keep acting passively over a given period of time, such as failing to attack your opponent or staying to the side of the screen, the Tension Gauge will be reduced to zero.

ONE-POINT TECHNIQUES

Here are some important techniques that could determine a match if used effectively.

FAULTLESS DEFENSE

While simultaneously holding down any two attack buttons except Dust, press a directional button in the direction you want to defend in order to enter a special guard mode called "Faultless Defense". In this state, your life won't be consumed when guarding against your opponent's Special Moves, but they'll knock you back further than usual, putting some distance between you and your opponent. This technique can be used to guard an attack which normally cannot be defended in mid-air. You can also block attacks; however, your Tension Gauge decreases while Faultless Defense is activated. If your Tension Gauge drops to zero, you will no longer be able to use Faultless Defense.

JUMP CANCEL

You can override certain moves, such as hitting your opponent or being blocked by your opponent, by jumping out of a move when you are midway through it. This technique can create great varieties in attacks and combos.

COUNTER HIT

By hitting your opponent in the middle of a move, you can counterattack your opponent's attack. A counter hit staggers an opponent longer than usual, so it gives you a great chance to try combos you wouldn't normally pull off.

RECOVERY DIRECTION

Press any directional button while recovering to move towards that direction as you recover. Use the Recovery technique effectively in each critical situation as a first step for your counterattack.

STAGGERING

Certain Normal Moves, Special Moves and Overdrive Attacks can put your opponent in a "stagger" state after a hit. A "stagger" opponent is temporarily defenseless. Quickly press the ⬅ and ➡ directional buttons repeatedly to speed up recovery from a staggered state. Each character has several moves that can stagger an opponent, but you have to find them by yourself.

UNCONSCIOUS

You become unconscious and temporarily defenseless if attacked repeatedly. Press the ⬅ and ➡ directional buttons repeatedly to speed up recovery from an unconscious state. Levels of damage that can cause the unconscious condition differ for each character.

INSTANT BLOCK

Guarding against your opponent's attack right before it hits activates the "Instant Block". This will cause your characters to start shining white with a bright light. Unlike a normal guard, which has a period where you cannot move or attack, this time frame is shorter for the Instant Block.
Use this technique to guard against an attack from close range.

SLASH BACK

Simultaneously pressing Slash, Heavy Slash, and the directional button in the direction you want to guard against creates a yellow effect.

If successful, the yellow effect flashes and will dramatically cut the stun time after a guard; however, you become temporarily defenseless if it fails.

Successful

Failure

Roman Cancel

While hitting your opponent with an attack, simultaneously press any three attack buttons, except Dust, to cancel your attack move. This technique allows you to create your own original combo attacks. However, it consumes 50% of your Tension Gauge.

Force Roman Cancel

Each character has several attack moves that are compatible with this technique. While using one of those attacks, simultaneously press any three attack buttons except Dust at a certain timing to cancel your attack move and return to a standing pose. (Unlike a Roman Cancel, it's not necessary to hit your opponent.) The best timing to input commands varies for each attack move, and if you miss that timing, it fails. When it's successfully activated, this technique consumes 25% of your Tension Gauge.

Practice "Force Roman Cancel" in the Training Mode

In Training Mode, press the START button, and select INPUT in DISPLAY to display input commands on the screen. When you use an attack move that's compatible with this technique, the input display flashes in blue to correlate with the best timing to input commands for a Force Roman Cancel. It's a great tool for practicing a Force Roman Cancel.

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GUILTY GEAR
10th Anniversary